#### **The Power of Registers**

Prof R. Guerraoui Distributed Programming Laboratory



© R. Guerraoui





#### Registers

- *Question 1:* what objects can we implement with registers?
- Question 2: what objects we cannot implement?

# Wait-free implementations of atomic objects

- An atomic object is simply defined by its sequential specification; i.e., by how its operations should be implemented when there is no concurrency
- Implementations should be *wait-free*: every process that invokes an operation eventually gets a reply (unless the process crashes)

#### Counter (sequential spec)

- A counter has two operations inc() and read() and maintains an integer x init to 0

## Naive implementation

The processes share one register Reg

read():

return(Reg.read())

inc():

- r temp:= Reg.read()+1;
- r Reg.write(temp);

return(ok)



## Atomic implementation

- The processes share an array of registers Reg[1,..,n]
- *r inc():* 
  - Reg[i].write(Reg[i].read() +1);return(ok)

#### Atomic implementation



#### Snapshot (sequential spec)

- A snapshot has operations update() and scan() and maintains an array x of size n
- *scan():* 
   return(x)
   *update(i,v):* x[i] := v;
   return(ok)

## Very naive implementation

- Each process maintains an array of integer variables x init to [0,..,0]
- *scan():* 
   return(x)
   *update(i,v):* x[i] := v;
   return(ok)



## Less naive implementation

- The processes share one array of N registers Reg[1,..,N]
- scan():
  - $\checkmark$  for j = 1 to N do
    - r x[j] := Reg[j].read();
  - return(x)

#### update(i,v):

r Reg[i].write(v); return(ok)







#### Non-atomic vs atomic snapshot

What we implement here is some kind of regular snapshot:

- A scan returns, for every index of the snapshot, the last written values or the value of any concurrent update
- We call it collect

#### Key idea for atomicity

- To scan, a process keeps reading the entire snapshot (i.e., it collect), until two results are the same
- This means that the snapshot did not change, and it is safe to return without violating atomicity



## Enforcing atomicity

- The processes share one array of N registers Reg[1,..,N]; each contains a value and a timestamp
- We use the following operation for modularity
- collect():
  - r for j = 1 to N do
     r x[j] := Reg[j].read();
    return(x)

## Enforcing atomicity (cont'd)

#### scan():

- r temp1 := self.collect();
- while(true) do
  - rtemp2 := self.collect();
  - ✓ if (temp1 = temp2) then
    - return (temp1.val)

rtemp1 := temp2;

#### r update(i,v):

- ts := ts + 1;
- Reg[i].write(v,ts);
- return(ok)



#### Key idea for atomicity & wait-freedom

- The processes share an array of *registers* Reg[1,..,N] that contains each:
  - a value,
  - a timestamp, and
  - a copy of the entire array of values

## Key idea for atomicity & wait-freedom (cont'd)

- To scan, a process keeps collecting and returns a collect if it did not change, or some collect returned by a concurrent scan
  - Timestamps are used to check if the collect changes or if a scan has been taken in the meantime
- To *update*, a process *scans* and writes the value, the new timestamp and the result of the scan

## **Snapshot implementation**

Every process keeps a local timestamp ts

#### update(i,v):

- r ts := ts + 1;
- r Reg[i].write(v,ts,self.scan());

return(ok)

## **Snapshot implementation**

#### scan():

- r t1 := self.collect(); t2:= t1
- while(true) do
  - r t3:= self.collect();
  - r if (t3 = t2) then return (t3);
  - $\checkmark$  for j = 1 to N do
  - r if(t3[j,2] ≥ t1[j,2]+2) then
    - return (t3[j,3])
  - r t2 := t3

Return the first value in each cell in t3

